

HOLLYWOOD PACK COMPETITION

QUESTIONS

1. Name the two characters featured in the TV series Miami Vice?
Starsky & Hutch
Bodie & Doyle
Crockett & Tubbs
2. What is the name of the evil sergeant in the movie Platoon?
Barnes
Black
Benson
3. Name the actor who attempted to jump over the fence on his motorbike in the film The Great Escape.
Leslie Grantham
Steve McQueen
Paul Newman
4. In Rambo, why does the hero, played by Sylvester Stallone, decide to return to Vietnam?
Holiday
Rescue Hostages
Class Reunion
5. What is the make and model of the classic car featured in the pack?

Just answer the 5 questions below and complete the tie breaker: "I like Ocean games because (in 10 words or less).

Entries will be accepted up to 31st March 1989 and winners will be informed by post. The judges' decision is final and we regret that no correspondence can be entered into regarding the selection of the winning submissions.
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PRIZE

Fabulous 2 weeks holiday in Disney World, USA

Includes: Flights and insurance, 7 nights hotel accommodation at Disney World, Florida, USA,
7 nights hotel accommodation at Clearwater, Florida, USA, 14 days car hire

Does not include: Transport from airport to hotel, transport from home to airport, meals. Please note, this holiday is subject to availability.
Entries on a postcard to: Hollywood Commodore Competition, Ocean Software Ltd., 6 Central Street, Manchester M2 5NS.
The winner will be invited to the Commodore Show, June 1988 to be presented with their prize.

LOADING

Position the cassette in your Commodore recorder with the printed side upwards and make sure that it is rewound to the beginning. Ensure that all peripherals are disconnected from the computer. Ensure that all the leads are connected. Press the SHIFT and RUN/STOP on computer keyboard simultaneously. Follow the screen instruction—PRESS the PLAY on tape. This program will then load automatically. For C128 loading type GO 64 (RETURN), then follow C64 instruction. Follow the instructions as they appear on screen.

N.B. If there is more than one title on either side of the cassette always stop the tape when the first game has loaded. To load subsequent games reset the machine and follow previous loading instructions. It is advisable to ensure that the tape counter is set to zero at the start of the tape so that the position of the games can be noted for future use.

commodore



TOP GUN

Top Gun puts you in the fighter pilot's seat of an F14 Tomcat. 3-D vector graphics and split screen display allow one or two players to combat head to head or against the computer. Your armaments in this nerve tingling aerial duel are heat seeking missiles and 20mm rapid fire cannon. Many skills have to be brought in to play such as reflexes, manoeuvring ability and accuracy to become the best of the best. Top Gun mavericks enter the danger zone!

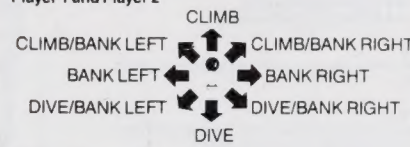
CONTROLS

The program is controlled by joystick and keyboard.

One player mode — joystick port 1.
Two player mode — player 1 joystick port 1
— player 2 joystick port 2

JOYSTICK

Player 1 and Player 2



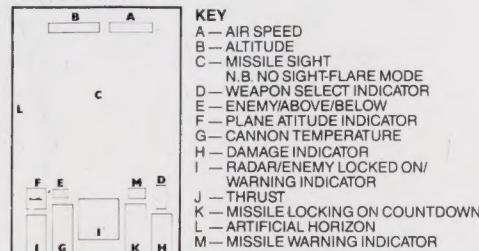
FIRE — Fire selected weapon

SUPPLEMENTARY KEYBOARD CONTROLS

PLAYER 1
RUN/STOP — INCREASE THRUST
COMMODORE KEY — DECREASE THRUST
Q — SELECT WEAPON

PLAYER 2
— INCREASE THRUST
— DECREASE THRUST
— SELECT WEAPON

STATUS AND SCORING DISPLAY SCREEN



Each level comprises of 3 aircraft which has to be destroyed. Points are awarded on the number of aircraft shot down.

GAMEPLAY

You are Maverick, a top fighter pilot in the American Navy, your craft the F-14 Tomcat. It is a fast and deadly aeroplane equipped with different weapons and defence systems. Choose to combat against the computer controlled aircraft or go head to head and battle it out.
In 2 players mode — out manoeuvre your opponent and shoot him down with a direct hit from one of the missiles or a succession of shots from the machine guns.

WEAPON SELECTION

There are 3 weapon types which are selected in weapon mode. This is denoted on screen by a variation in the shape of the sights on the main display and the relevant icon is highlighted on the console.
Cross Hair — Machine Gun/Cannon
Square Sight — Side winder missile
No Sight — Flare mode

The radar readout indicates the relative position of your enemy aircraft and the arrow indicator denotes that it is above or below you.
The radar display flashes red when an enemy missile has been launched.

MACHINE GUN/CANNON

This can be operated when the enemy aircraft is in your sight — 25 direct hits are required to down it. A hit is denoted by a border flash and visual reference on the damage indicator. Heat levels of the weapon are displayed on the control panel.

SIDEWINDER MISSILES

To fire a missile it is necessary to fix the opponent directly on your sight for 3 seconds which enables the heat seeking element to "Lock-On" to the aircraft. However one direct hit is fatal!

FLARES

The flare is used as a decoy and is your only defence to the side winders, they must be used skillfully and with precision timing or the effect will be lost. The flare must be launched so that the enemy missile "thinks" the ultra high-heat magnesium flare is the jet exhaust. This way you can escape the deadly shot. Missiles can also be out manoeuvred by a skilful pilot (they "burn-out" after about 20 seconds) and a combination of moves and the astute use of flares should enable you to avoid destruction.
In one player mode you must engage and destroy three enemy aircraft before progressing to your next mission — pitting you against faster and more manoeuvrable craft. With two players you each begin with 3 aircraft and the winner is the one left flying.
Good luck as you enter the Danger Zone!

HINTS AND TIPS

1. Use the machine gun sparingly, they may overheat and jam if fired continuously.
2. Try to position your craft behind the enemy — this is when he is at the most vulnerable and will find it difficult to shake you off.
3. Use the machine gun for short range and the missiles for long range attacks.
4. When banking use climb to achieve a greater rate of turn.

Produced by Jon Woods
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MIAMI VICE

THE GAME

Crockett and Tubbs have heard, the word is on the street — a one million dollar contraband shipment is due in town on Thursday morning, for collection by Mr. J. — an old fashioned gangster with a respectable new image and some influential friends. These big deals usually go down under the cover of a waterfront warehouse and as of Midnight Sunday that's as much as you know.
Just get out there and squeeze the network of dealers, starting with the real low — like, the \$10 wrap men who frequent the local bars. If you handle them right you just might get to their suppliers, the next line in the chain and eventually the slick businessman who operate in the casinos — they should have lots of information if you don't have to shoot them first!

NOTE

- (1) Use JOY PORT 1
- (2) Engage shift lock to pause (border flickers).
- (3) When paused, press E to quit current game (then disengage shift lock to start).
- (4) On first game, and when previous games have ended automatically, game starts in PAUSE mode. Engage then disengage SHIFT LOCK to start new game.

CONTROLS

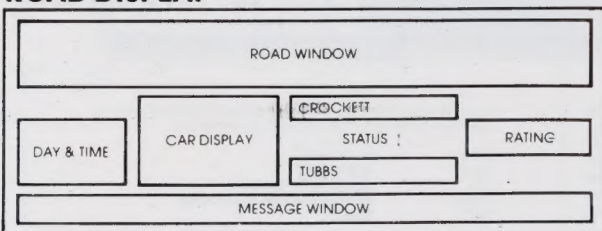
SHIFT LOCK — Engage to pause game. Indicated by flashing border. Disengage to continue. If computer enters pause mode automatically (eg. at end of game), engage then release lock to start new game.

"E" KEY — Exits from current game. Only works in pause mode — note pause will still be engaged after exiting.

JOYSTICK DURING CAR GAME
UP — ACCELERATE LEFT — LEFT TURN
DOWN — BRAKE RIGHT — RIGHT TURN

TURN NOTES: At very low speeds, car will not turn.
At normal speeds, car will turn through 90°.
At high speeds, car will drift sideways rather than turn.

ROAD DISPLAY



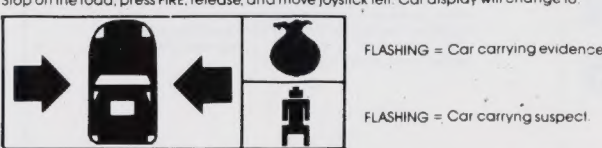
TO SHOOT OUT OF CAR WINDOW

Press FIRE to enter fire mode — car display will light up. To shoot in direction shown in car display, press FIRE again (fire mode will then be exited).
To select a new aiming direction, move joystick.

UP — Shoot ahead
DOWN — Shoot behind
RIGHT — Shoot directly out of the window (right)
N.B. Passenger cannot shoot left.

Once new aim selected, player must fire to exit fire mode.
NOTE: When in fire mode, joystick will only select aiming directions — the car cannot turn!

TO ENTER A NAMED LOCATION
Stop on the road, press FIRE, release, and move joystick left. Car display will change to:



FLASHING = Car carrying evidence

FLASHING = Car carrying suspect

Press FIRE when arrow pointing to chosen side is lit. To abort entry, press FIRE when no arrow lit. If either character enters a location, any evidence or suspect carried in the car will be lost! N.B. When car is stationary, press joystick down to reverse. Note that turning is not possible whilst reversing.

JOYSTICK CONTROLS WHEN INSIDE A LOCATION

UP — Go through door
DOWN — Exit option mode
LEFT — Walk left
RIGHT — Walk right
FIRE — Shoot in current direction (6 shots limit).
Evidence (bags of contraband) are collected by walking over them.
Should a crook be encountered, his name will be displayed in the message window. A crook may be apprehended by catching, trapping or shooting (if he survives) When a

crook surrenders, option mode is automatically selected. Choose options by pressing FIRE when option is highlighted.
Successful interrogation should yield a name of a person or place, a time, or a dollar value of a deal.
Any crook that is arrested will be carrying all of their deal. Crooks and evidence should be returned to City Hall.

SPECIAL LOCATIONS

Do not have intercom screens, but computer beeps when they are visited. They are:
CITY HALL — Drop off crooks and evidence here (both will be lost if car crashes with them inside). You will not score for a crook who hasn't talked (but you will score for his evidence). City Hall will interrogate him and pass on information on the message window in about 3 hours.
HOSPITAL — May be visited once a day to recover some player strength.

TIMING

1 game minute = 1 second real time.
If you enter a location before the meeting time, the crooks will spot the car as they arrive, and the meeting will be called off.
If you enter a location when a meeting has been going on less than 4 minutes, the crooks will have fled, leaving behind evidence.
If you enter a location 4 to 8 minutes after a meeting has started, you may find a crook carrying evidence.
If you enter a location 8 to 12 minutes after a meeting has started, it will be deserted — but if you leave quickly you may spot the red getaway car.
If you arrive after 12 minutes you are too late.
If you fail to catch Mr. J, the game will restart on midnight of next Sunday, after you have played to midday on Thursday. All meetings will follow the previous week's schedule, except for crooks who have been taken to City Hall, or shot dead.

SCORING

The game ends automatically when you apprehend Mr. J., or when either Crockett or Tubbs is killed.

YOU GAIN POINTS FOR:

- (1) Returning evidence to City Hall (all crooks carry evidence which will be scored when they are returned).
- (2) Return crooks to City Hall once they have talked (but not if they fled).
- (3) Shoot getaway cars (red ones).

YOU LOSE POINTS FOR:

- (1) Crashing your car.
- (2) Destroying civilian (non-red) cars.
- (3) Each wound on Crockett or Tubbs.
- (4) Having a bribe rejected.
- (5) Failing to arrest a suspect after threatening to do so.

If you haven't got Mr. J. at the end of any weekly cycle (i.e. by midday Thursday), you lose all your score.
MEETINGS
Your captain has provided you with sets of probable time schedules for all the meetings which are expected on Monday.
There are two possible schedules for Monday a.m., and four for Monday p.m. All meetings,

within each twelve hour period will follow the same schedule, although you do not know which ones at the start.

To catch a crook at a meeting, arrive at the meeting between 4 and 8 minutes after its scheduled start. To disturb a meeting in order to make to cook free, leaving his contraband behind, arrive between 0 and 4 minutes from its start. To encounter a crook's car (the red car), enter and leave the location of a meeting within 8 and 12 minutes from its start.

SCHEDULES: MONDAY ONLY

A.M.	Suspect	Location	Time — this could be either of the times stated below
	BLADES	SAMS BAR	2:00 9:20
	PADDY	ISLAND BAR	3:20 8:00
	MAC	FATS BAR	4:40 6:40
	RONNIE	DIXIE BAR	6:00 5:20
	BONZO	LAMP BAR	7:20 4:00
	CHICO	SURFER BAR	8:40 2:40
P.M.	Suspect	Location	Time — this could be any of the times below
	DINO	JOES BAR	0:20 9:40 6:00 5:20
	SHARKY	JOES BAR	1:20 8:40 7:00 4:20
	TOOTS	SAMS BAR	2:20 7:40 8:00 3:20
	HUGGY	ISLAND BAR	3:20 6:40 9:00 2:20
	DUKE	FATS BAR	4:20 5:40 10:00 1:20
	FRANKIE	DIXIE BAR	5:20 4:40 1:00 10:20
	EDDIE	LAMP BAR	6:20 3:40 2:00 9:20
	HAWKER	SURFER BAR	7:20 2:40 3:00 8:20
	REMO	JOES BAR	8:20 1:40 4:00 7:20
	SNOWY	VINES BAR	9:20 0:40 5:00 6:20

HINTS AND TIPS

1. The timing of the meetings is critical so it is important to refer to the meeting schedules — Monday only.
2. In the meeting schedule, once a suspect has been located all subsequent encounters in the period will follow in the column of times above and below.

CREDITS

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The Great Escape

THE GAME

The year is 1942, the place Germany. War has broken out and you have been captured and placed in a high security P.O.W. camp. Victory may be far away, so it is your duty to escape, but this will not be easy. It will take careful planning and much patience, culminating in a skilful and resourceful implementation. In the camp you are closely guarded but while you follow the daily routine you will need to slip away unnoticed to reconnoitre the situation and collect tools and materials necessary for your chosen escape route. There are many avenues of escape, some difficult, all certainly dangerous and each one requiring different skills or equipment.

CAMP GEOGRAPHY AND POSSIBLE ESCAPE ROUTES.

The camp is a small converted Castle on a promontory surrounded on three sides by cliffs and the cold North Sea. Official entry to the camp is by a narrow road through the gatehouse and all traffic must carry papers authorising their passage. Elsewhere the camp has been closed by either fences or walls and dogs are deployed to patrol the perimeter. These areas are watched by men from the observation towers and there are very few blind spots, at night powerful search lights comb the walls looking for any sign of movement.
The prisoners are housed in pre-fabricated huts within the castle ground just to the side of a quadrangle that is used for roll calls and recreational purposes. In line with the Geneva Convention the prisoners must have exercise so an area has been provided and this is conveniently situated on the inland side allowing close up inspection of the southern fences.
Beneath the camp is a labyrinth of old drains and tunnels dug out by past internees it could prove an ideal route to escape but entering without a torch is very dangerous as it is far too easy to get lost in the dark.

WITHIN THE CAMP THERE ARE FOUR MAIN CHARACTER TYPES

1. The Commandant
2. The German Guards
3. Fellow prisoners
4. The escaping prisoner

1. THE COMMANDANT

This daunting figure controls the camp, it is he who chooses the number of soldiers to place on particular patrols and the observation positions. At the beginning of the game security is fairly lax but the more times the player is caught out of bounds the more secure the camp will become.
The Commandant is the least predictable of the security forces, he often inspects his guards to see if they are in the correct place and are following instructions and it is possible to bump into him almost anywhere in the camp. It is a good idea therefore to know his whereabouts at all times to avoid unfortunate encounters!

2. THE GERMAN GUARDS

These characters are the work horses of the camp staff. They must either trudge along on patrol, shiver on observation towers or stand alert on sentry duty and ensure the prisoners keep to their daily routine.
Once allotted to a patrol, they will dutifully pace up and down taking approximately the same time on each circuit. This will allow you to time the position of the guards and modify your escape plan accordingly. The hero will be detected within the lines of sight of any of the security forces so it is possible to sneak past a guard who is looking the other way, but they are very alert and you will have to be quick.
The soldiers who look after the POW's escort the prisoners before they move about the camp, so two or three guards will follow them to the parade ground, the exercise area or the prisoners mess.

3. FELLOW PRISONERS

These unfortunate fellows have been in the camp for a long time, at first they were enthusiastic about escaping but a long series of failures have crushed their morale.
They now seem happy to bide their time until the end of the war. However some of the men retain a bit of spirit and can be bribed or persuaded to create a diversion allowing you to disappear unnoticed.
Their life is ordered by alarm bells, these tell them when to get up and when to go to roll-call, when to eat and when to exercise. An analysis of this routine will enable you to estimate at what time your escape will be noticed and the alarm bells start ringing!

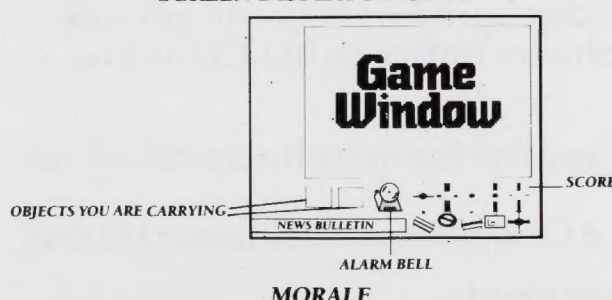
4. THE ESCAPE — "OUR HERO"

You control him by joystick or keyboard putting in several patterns of behaviour. If you are in bounds i.e. the morale indicator is green you will follow the routine like any other prisoner and this allows you to become familiar with the camp and

camp life without having to follow the other characters around manually. You will only diverge from this path by taking over the controls, but if you wander too far out of bounds the morale indicator, will turn red, now you are liable to arrest and have total control. You can drop/pick up objects (press fire and joystick down/up) that you find in the camp but you can only carry two objects at any one time. When you have discovered places that are infrequently searched or unlikely to be discovered by the security forces you may leave a cache of useful objects there. Any objects that are found however by the Guards or Commandant, or that you are carrying when captured will be confiscated immediately.

If you are spotted while on an escape you will have two choices, either to make a run for it or to surrender. Once caught you will lose all the objects that you were carrying and the camp security stepped up; you will also be sent to the cells but so that the action of the game can continue this is only for a moment and you will then be escorted back to your comrades.

SCREEN DISPLAY DIAGRAM



The morale indicator is situated to the left of the screen its colour denotes the current morale. Each time you find something useful or explore a different part of the camp your morale and score will increase accordingly, however each time one of your possessions is discovered and removed your morale will decrease. Red Cross parcels and other goodies will arrive randomly throughout the game and increase your morale level. Capture and consequent punishment will reduce your morale enormously and if it ever reaches zero you will lose control and our hero will become just another member of the camp prisoners. The only remedy for this situation is a new game.

THE ALARM BELLS

The alarm bell has two functions, when it sounds in a short burst it denotes the commencement of meals, roll-calls etc and a message will appear at the bottom

of the screen with the relevant information. When a potential escapee is discovered out of bounds the alarm bell will ring continuously and this is the signal to the guards that an escape is in progress.

NEWS BULLETIN

Messages will appear on screen, keeping you fully informed of all news events within the camp, i.e. the discovery by the guards of hidden items etc.

SCORING

You score points and increase your morale by discovering objects, using them and escaping — each of these activities will increase your score.

CONTROLS

JOYSTICK



FIRE is pick up, use, drop object.

RESTORE — ABORT GAME
RUN/STOP — PAUSE GAME

CREDITS

Produced by D. C. Ward.
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PLATOON

JUNGLE and VILLAGE

CONTROLS

STATUS and SCORING

You are a raw young recruit in a Platoon of five deep in enemy territory. Unprepared for the challenges that lie ahead, realisation dawns that you must not only survive the physical ordeals but retain your sanity amidst the horrors and injustices of war.

As the game progresses you must overcome the hostilities in the different environments presented to you and ultimately survive with your sanity and morale intact. There are six sections in this experience, each presenting you with a more arduous problem. There will be casualties, as in any war, but the first casualty of that naive young soldier will be his innocence.

Game Design by Ocean Software Limited
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COMMODORE
Programmed by Zach Townsend
Graphics Andrew Singh and Martin MacDonald
Music and Sound Effects Jonathan Dunn
AMSTRAD
Conversion by Choice Software
SPECTRUM
Conversion by Choice Software

You must lead your Platoon deep into the depths of the Vietnamese jungle and ultimately the village. Once there, you will search the huts for useful objects and ultimately find a trap door in one of the huts that will lead you to an underground network of tunnels.

The jungle contains many perils such as armed patrols, booby trapped trip wires, assassins in trees and concealed "hides" where deadly snipers lie in wait. During your trek stay vigilant for a box of explosives left by a previous Platoon as this must be collected before reaching the bridge which must be blown up to prevent a large patrol following your Platoon (and effectively wiping you all out). To destroy the bridge you must have the aforementioned TNT, when you cross it the explosive will be automatically planted.

Food, ammunition and medical supplies left by enemy guerillas can be picked up and used. For best results, spread supplies equally between the soldiers in your Platoon.

List of objectives in this section:

1. Find explosives.
2. Find bridge.
3. Place explosives on bridge.
4. Find village.
5. Search huts for a torch and map.
6. Find trap door.

SECTION 1 and 2

GENERAL CONTROLS

Usual joystick options in Part 2 for UP, DOWN, LEFT, RIGHT and FIRE. SPACE BAR is used to throw grenades.

M - Music on function
O - Music off function (sound effects only)
RUN/STOP - Abort game

You control one man at a time using your joystick

UP - JUMP/WALK UP/ENTER HUT/EXAMINE OBJECT
LEFT - WALK LEFT
RIGHT - WALK RIGHT
DOWN - DUCK/WALK DOWN/LEAVE HUT
FIRE - SHOOT
SPACE BAR - THROW GRENADE

NOTE: Whether you jump or walk up when pressing UP on the joystick is determined by whether there is an exit above you or not. The same rule applies for pressing down. The EXAMINE OBJECT facility is only available when inside a hut and in front of the required object.

COMMODORE ONLY

Key's F1 to F7 call up the STATUS PANEL which allows you to examine the state of your platoon and transfer control to another soldier. This is done by pressing UP, DOWN and FIRE on the joystick.

SECTION 1 and 2

MORALE

This is a collective indication as to the state of your Platoon. Morale decreases every time one of your platoon is wounded and when an unarmed Vietnamese villager is shot. When the morale is at zero then your platoon is considered inactive and the game is over. Morale can be increased by collecting food and medical supplies.

HITS

Every time one of the platoon is wounded, he will collect a HIT. When he has collected four HITS then he will die, signified on the status panel as "retired in action". When all five members of the platoon are dead, the game is over.

AMMUNITION

Number of grenades left.
Rounds of ammunition left.
These can be increased by collecting ammunition left around.

SCORE

This is increased by removing enemy soldiers, collecting useful objects and destroying the bridge as well as any traps. A large bonus is obtained when this section is completed depending on the number of active members of the platoon left.

HINTS and TIPS

- * Watch out for the enemy jumping out of the trees above you or appearing out of trapped doors near your feet - a well placed grenade will destroy the latter.
- * When a member of your platoon is seriously injured (i.e. two or more hits) transfer control to another soldier to ensure as many as possible of your platoon survive.
- * When you are about to pick up food or medical supplies, transfer to the member of your platoon most in need of them.
- * It is recommended that you map out this section in order to complete it.

TUNNEL NETWORK

CONTROLS

STATUS and SCORING

THE BUNKER

Leaving the rest of the platoon in the village you volunteer to go down the trap door whereupon you find yourself in an underground tunnel system. You already have a torch and a map to enable you to find your way around as shown on the right hand side of the screen and your position is indicated by an arrow pointing in the direction you are facing.

Beware - The tunnels are densely populated with guerillas who must be shot on sight. They usually appear from around the corners, but some of them have a sneaky habit of swimming through the waters of the tunnel and springing up in front of you... and that knife isn't for decoration! The tunnel also contains a number of rooms in which you may find valuable items such as Red Cross boxes (to heal one of your "HITS") and ammunition. It is also essential that you find two boxes of flares and a compass for the next section (as before, when you enter a room you may be confronted by a guerilla or indeed one of the boxes may be booby-trapped).

You control your movements and that of the crosshair (gunsight) with your joystick.

There are three control modes -

UP - (A) Walk forward (B & C) Move crosshair up
LEFT - (A) Rotate left (B & C) Move crosshair left
RIGHT - (A) Rotate right (B & C) Move crosshair right
DOWN - (B & C) Move crosshair down
FIRE - (A & B) Shoot (C) Examine object

CONTROL MODE A

Moving through the tunnels. When an enemy soldier appears, control changes to Mode B.

CONTROL MODE B

Moving the crosshair in the tunnels. Move it over your target and press FIRE. If you score a hit, control will revert back to Mode A.

CONTROL MODE C

When you enter a room, move the crosshair and press FIRE to examine objects. If needed they are automatically taken. To leave the room, press FIRE with the crosshair over the exit icon (bottom right).

MORALE

This is a collective indication as to the state of your Platoon. Morale decreases every time you are wounded. When the morale is at zero then your platoon is considered inactive and the game is over. Morale can be increased by collecting food and medical supplies.

HITS

Every time you are wounded, you will collect a HIT. When you have collected four HITS then you will die, and the game is over.

AMMUNITION

Rounds of ammunition left.

SCORE

This is increased with every successful encounter with Viet Cong, upon finding useful objects and finding the exit.

HINTS and TIPS

- * There are no villagers in this section so everyone is assumed to be an enemy.
- * Search all rooms and remember where booby-trapped boxes are.

CONTROLS

THE JUNGLE

CONTROLS

THE FOXHOLE

The joystick moves the gunsight. A flare is released by placing the gun sight over the flare gun (bottom right) and pressing FIRE.

UP - MOVE CROSSHAIR UP
DOWN - MOVE CROSSHAIR DOWN
LEFT - MOVE CROSSHAIR LEFT
RIGHT - MOVE CROSSHAIR RIGHT
FIRE - SHOOT

STATUS and SCORING

MORALE

This is a collective indication as to the state of your platoon. Morale decreases every time you are wounded. When the morale is at zero then your platoon is considered inactive and the game is over.

HITS

Every time you are wounded, you will collect a HIT. When you have collected four HITS then you will die, and the game is over.

AMMUNITION

Rounds of ammunition left.
Number of flares left.

SCORE

Your score is increased by shooting attackers.

HINTS and TIPS

- * Shoot attackers immediately.
- * Conserve ammunition and flares by sending flares up regularly and removing each attacker with a short, well placed burst of gun fire - not a long inaccurate barrage.

Having survived a harrowing and sleepless night, you go in search of Sergeant Elias - your platoon leader. However, you meet Sergeant Barnes who informs you that Elias is dead, killed in combat. Shortly after however, you see from a distance that Elias is in fact alive and being relentlessly pursued by guerillas. In front of your very eyes you see your Sergeant mowed down in a hail of gun fire and at that moment a little bit more of your innocence and sanity is eroded. Pondering on the information given to you from Sergeant Barnes you realise that in fact he is indirectly responsible for the death of Elias by not aiding him.

Before you can collect your thoughts more thoroughly you hear a crackle come over the radio - a transmission from the General. An air strike is planned for precisely 10.00 hours. That means that that section of the jungle you are in is to be napalmed in two minutes, as it is crawling with guerillas. That just about gives you time to reach a safe area, and take cover from the airborne onslaught. You have been given the compass bearings of a particular safe area and you must make your way there immediately.

GAME PLAY

The compass (top right) indicates the direction that you are facing always head in a northerly direction. Each screen depicts a view of a portion of the jungle you are in. Run to the top of each area, avoiding the Viet Cong fire, snipers and any other hazards such as barbed wire and half buried mines. There are several routes through the jungle; some will enable you to make your destination in time, while others will not.

HINTS and TIPS

- * Find out which is the quickest route and use it every time. Keep moving as enemy fire is directed straight at you.
- * In order to make good time, certain screens will have to be rushed.
- * Other, more difficult screens, may be negotiated after you have cleared the way of all visible attackers.

CONTROLS

LEFT - MOVE LEFT
RIGHT - MOVE RIGHT
UP - MOVE UP THE SCREEN
DOWN - MOVE DOWN THE SCREEN
FIRE - SHOOT
SPACE BAR - THROW GRENADE

STATUS and SCORING

Your score is increased with each successful hit on Barnes's foxhole, and with his final destruction should you last that long!

HINTS and TIPS

- * Keep moving for reasons already discussed.
- * Pick up your grenades immediately.

IMPORTANT NOTICE

In order to ensure fault-free loading, the programs in this pack have been recorded in two ways. There is a fast-load to save your time in loading these games and there is also a standard load which you should use if you should encounter problems with the fast-load.

On the standard load, the loading time is approximately ten minutes and your patience is appreciated during this process.

Should you have any queries about this procedure or require help with software loading please phone direct to the Ocean Software Hotline on 061-832 6633 - we shall be delighted to help.

If, after carefully following these instructions, you find that the software still will not load, please send the tape back to:
c/o Mr. Yates, OCEAN SOFTWARE LIMITED, 6 Central Street, Manchester, M2 5NS.

Making sure to include your name and address clearly.

TOP GUN · MIAMI VICE · GREAT ESCAPE · PLATOON · RAMBO

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RAMBO

FIRST BLOOD PART II

THE OFFICIAL COMPUTER GAME OF THE FILM.

THE ACTION is set in the Vietnamese jungle - A reconnaissance mission which turns into a rescue!

You are JOHN RAMBO a highly trained jungle fighter whose instructions are to gain entry to a P.O.W. (Prisoners of War) camp and photograph evidence of American war prisoners - but having found them will your conscience let you walk away?

CONTROLS

The game requires joystick control and Rambo's movement is determined by the direction in which the joystick is pushed. The FIRE button activates any weapon system that you are carrying and must be pressed repeatedly for operation.

The different weapons systems at your command appear at the bottom of the screen and are selected by means of the SPACE BAR. S KEY from MUSIC to SOUND EFFECTS. RUN/STOP KEY PAUSES and RESTARTS the action.

THE GAME

The game takes place in approximately 1 million sq. feet (scale) of jungle featuring the P.O.W. camp, a secret Temple and many different types of terrain.

Colonel Trautman, your C.O. (Commanding Officer), has given you very precise orders... Find the P.O.W. camp, photograph the evidence using the automatic camera which is part of your standard equipment and then make your way North to the extraction point where a helicopter awaits you. You will then be automatically flown back to the safety of your base in Thailand. Your orders are specific:

"Do not engage the enemy."

"Do not attempt to rescue."

However when you arrive at the P.O.W. camp and see your former comrade Barnes, tied to a Bamboo Cross in the compound you know that another scenario will unfold; one in which you are the Hero! You must decide...

Ignoring your C.O. and using the knife, you cut your buddy free - now there is no turning back as you have alerted the camp guards. Taking Barnes with you, you battle your way North towards the helicopter in an attempt to get transport to free all the P.O.W.s. Having located the chopper you must return to the camp to find the main body of prisoners - again using your knife to cut their bonds, hurry to get them aboard for by now there is a full alert and the enemy's main weapon, a powerful helicopter Gunship is sent in pursuit.

Now engage in combat with this fearsome machine and escape with the prisoners to the safety of Thailand.

STATUS and SCORING

On screen information shows current score at the bottom of the screen and is included at the end of the game in the high score table which is fully displayed.

An "Energy Band" shows Rambo's strength reserve and is replenished upon completion of each stage. Bonus points are achieved by collecting weapons hidden at strategic points.

WEAPONS SYSTEMS

Your choice of weapons is displayed at the bottom right of the screen and the comprehensive list includes KNIFE, ARROW, EXPLOSIVE ARROW, GRENADE, ROCKET LAUNCHER and MACHINE GUN. (Some of these weapons are available at the beginning, others are hidden in the terrain).

HINTS and TIPS

Try not to disturb or engage the enemy unnecessarily, especially on the way to the P.O.W. camp. (i.e. use of loud weapons will alert enemy activity). Don't stand still in the camp and remember you will need your knife to cut free the solitary prisoner.

Inside the helicopter you can only fire the rocket launcher (which is hidden on board). It can be very dangerous to deploy certain weapons in inappropriate circumstances. If you rescue the first solitary prisoner there is no turning back - you are committed to becoming a Hero.

GOOD LUCK!

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PRODUCED BY JON WOODS